

## **SUBSTITUTE SPECIFICATION**

**U.S. PATENT APPLICATION**

**for**

**APPARATUS AND SYSTEM FOR FACILITATING CHILD DISCIPLINE**

**Inventors: Cheryl Vause**

**Amy English**

**Marlo Rawlins**

**SUBSTITUTE SPECIFICATION**

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**APPARATUS AND SYSTEM FOR FACILITATING CHILD DISCIPLINE**

**FIELD OF THE INVENTION**

**[0001]** The present invention relates generally to child discipline systems and devices. More particularly, the present invention relates to an apparatus and system for facilitating child discipline.

**BACKGROUND OF THE INVENTION**

**[0002]** Removed.

**[0003]** Removed.

**[0004]** Removed.

**[0005]** Removed.

**[0006]** Removed.

**[0007]** Removed.

**[0008]** Removed.

**[0009]** Removed.

**SUMMARY OF THE INVENTION**

**[0010]** The present invention is directed to an apparatus and system for facilitating child discipline including the use of a good decision chair configured to teach a child to make proper decisions and behave well. In an exemplary embodiment, the good decision chair includes a cover that hangs over an existing chair or bench. The

## **SUBSTITUTE SPECIFICATION**

Atty. Dkt. No.: 999450-0379

cover includes pockets used for storing discipline aids, such as decision flags, help cards, and a music CD. The decision flags can be labeled stop, think, and go and serve as physical tools to enable parent-child communication about correct behavior.

**[0011]** Briefly, one exemplary embodiment relates to an apparatus for facilitating child discipline using positive communication with a child. The apparatus includes a plurality of discipline condition indicators that facilitate disciplinary activity and a storage location for the plurality of discipline condition indicators.

**[0012]** Another exemplary embodiment relates to a system for facilitating child discipline using positive communication with a child. The system includes a plurality of flags representing discipline state conditions including a red flag, a yellow flag, and a green flag; a plurality of pockets corresponding to the plurality of flags providing storage locations for the plurality of flags; and a means for securing the plurality of pockets to a seating apparatus.

**[0013]** Yet another exemplary embodiment relates to a chair cover for use in a disciplinary session. The chair cover can include a plurality of pockets and a plurality of flags that are placed in the plurality of pockets. The plurality of flags are removed one at a time during the disciplinary session.

**[0014]** Other principle features and advantages of the invention will become apparent to those skilled in the art upon review of the following drawings, the detailed description, and the appended claims.

### **BRIEF DESCRIPTION OF THE DRAWINGS**

**[0015]** Exemplary embodiments will hereafter be described with reference to the accompanying drawings.

**SUBSTITUTE SPECIFICATION**

Atty. Dkt. No.: 999450-0379

**[0016]** FIG. 1 is a diagrammatic representation of a good decision chair product in accordance with a first exemplary embodiment.

**[0017]** FIG. 2 is a diagrammatic representation of the good decision chair product of FIG. 1 placed over a chair back in accordance with an exemplary embodiment.

**[0018]** FIG. 3 is a diagrammatic representation of a good decision chair product in accordance with a second exemplary embodiment.

**[0019]** FIG. 4 is a diagrammatic representation of the good decision chair product of FIG. 3 placed over a chair seat in accordance with an exemplary embodiment.

**[0020]** FIG. 5 is a diagrammatic representation of a good decision chair product in accordance with a third exemplary embodiment.

**[0021]** FIG. 6 is a diagrammatic representation of the good decision chair product of FIG. 5 placed over a chair back in accordance with an exemplary embodiment.

**DETAILED DESCRIPTION OF EXEMPLARY EMBODIMENTS**

**[0022]** FIG. 1 illustrates a good decision chair product 10 that can be used as a positive discipline tool for both children and parents. As a result of its portability, the chair product can be used in multiple locations, such as homes, schools, daycare centers, car, etc. The chair product 10 can be made of fabric and designed to lay over a chair or stool. Alternatively, the chair product 10 can be integrated into a wood or plastic chair or stool. In such an embodiment, features of the chair product are painted or somehow attached to the chair or stool. Further, the chair product 10 can be a plastic inflatable chair. Preferably, the chair product 10 is sold assembled, but in

**SUBSTITUTE SPECIFICATION**

Atty. Dkt. No.: 999450-0379

some cases the chair product 10 can be sold as a kit having separate parts that are assembled after purchase.

**[0023]** The chair product can be carried by a handle 12. In one exemplary embodiment, the chair product 10 has a clock logo 14. The chair product 10 can include reward cards 16 that are used when a child is showing positive behavior. The chair product 10 can also include cards with suggestions ("Help Cards") for parents to use the chair product 10 and tools accompanying the chair product 10 to their greatest advantage.

**[0024]** A supportive CD with an original song can be located in a pocket 18. The CD can be played in the car, at home, or while the child sits on the chair. Three colorful flags 26 are designed for the child to use to allow their parents to know what decisions they have made. In an exemplary embodiment, the following flags are included: a Red flag (for Stop), a Yellow flag (for I am Thinking), and a Green flag (for "I am ready to make "Good Decisions"). In an alternative embodiment, computer chips with pre-recorded sounds are included in the chair product 10.

**[0025]** The flags 26 can be located in pockets 30 that are decorated with buttons 28. Illustrations 20 and 22 can also be included. Ties 24 can be used to securely attach the chair product to a chair. For example, FIG. 2 illustrates chair product 10 attached to the back of a chair.

**[0026]** Parents or other caregivers can be provided with product user instructions for the chair product 10. The instructions can be general instructions, reminding users that discipline should be positive, but effective. Spanking is not used. The chair product 10 helps to teach rules and how to make good decisions, building self-worth and lasting relationships.

**[0027]** The Good Decision chair product 10 is designed to encourage a child to replace negative or inappropriate behavior with positive, appropriate behavior.

## **SUBSTITUTE SPECIFICATION**

Atty. Dkt. No.: 999450-0379

The chair product 10 is further configured to encourage a parent or adult to correct inappropriate behavior without using physical or demeaning verbal punishment. The following instructions are exemplary. Additional, fewer, or different instructions can be provided.

1. When a Child is not obeying the rules, the adult in charge gives the child the red flag to signal the child to stop their actions immediately or go to the "Good Decision Chair."
2. If the behavior does not stop, then the child is escorted to the chair holding the red flag where he/she is to think about what he/she has done wrong, and to learn the value of making good decisions.
3. After the adult reaffirms to the child why he/she must sit on the chair, the adult returns the red flag to its pocket and hands the child the yellow flag. The adult explains to the child that he/she is to hold the yellow flag, and "think" about his/her actions.
4. The child waves the yellow flag to let the adult know when he/she is ready to talk, and say "I'm Sorry". There is no time limit set for the child to decide when he/she is ready to talk and apologize. It is up to the child. (The CD "I STOP, I THINK, I LISTEN, may be played at this time.)
5. The adult then reinforces to the child why their behavior was unacceptable, the consequences of making negative decisions, and what action will be taken if the negative behavior is repeated. Parents may want to use the "HELP CARDS" if needed.
6. The child is then handed the Green Flag and given praise for making the right choice. The CD "I STOP, I THINK, I LISTEN, may be played at this time and the child can march with the Green Flag.

**SUBSTITUTE SPECIFICATION**

Atty. Dkt. No.: 999450-0379

**[0028]** Along with the instructions for use of the chair product 10, suggestions may be included. For example:

1. Allow the child an opportunity to express his/her feelings and why he/she did not make a good decision. Discussion should be encouraged. The level of conversation may depend on the child's age.
2. Remember—sometimes children do not realize why they need to keep rules, or how their actions effect others. DO NOT: get emotional, angry, raise your voice at the child or become impatient. DO: Be patient and firm in getting a commitment from the child that his/her behavior will change before he/she is allowed to leave the chair.
3. It is important to realize that the child sets the length of his/her "thinking" time. It is amazing how honest children are with their feelings. They will let you know when they are ready to make "GOOD DECISIONS" by waving the different flags.
4. The Reward Card is to be used when a child completes a task, goes all day without having to use the chair, or is a good example to his/her brother, sister, or friends. When a child fills a card he/she is to be rewarded with a treat, special time, etc.
5. Disciplining a child can be difficult. It is easy to get upset when a child disobeys. Remember—learning to make "Good Decisions" is a life-long process. If you are frustrated with your child and feel that you could harm him/her, please get support or help from a family member or friend. Teaching right from wrong is a crucial stage in your child's development—positive encouragement and discipline is the most important thing you can do.
6. Don't forget the rewards for making "Good Decisions!"

**[0029]** A wide range of variations may be utilized. For example, FIG. 3 illustrates a chair product 40 having a seat section 42. This configuration allows the

**SUBSTITUTE SPECIFICATION**

Atty. Dkt. No.: 999450-0379

chair product 40 to be attached to the seat portion of a chair, as illustrated in FIG. 4. Further, chair product 40 can be used with a stool that does not have a back. Positioning of the chair product and type of chair product may depend on personal preference or on the age of the child.

**[0030]** FIGs. 5 and 6 illustrate the chair product 10 described with reference to FIG. 1 having a personalized section for a child's name. The section may read "This chair belongs to: Jacob." The name can be added as part of a ordering process where a parent or care giver orders the chair product and asks for the chair product to be personalized. Alternatively, the name section can be empty such that the parent or caregiver can write the name of the child using a pen or marker.

**[0031]** While the exemplary embodiments illustrated in the Figures and described above are presently preferred, it should be understood that these embodiments are offered by way of example only. Other embodiments may include, for example, electronic sounds engaged by a button coupled to a computer chip to play when a particular flag is given to the child. Further, flags can be substituted for any of a variety of other objects, including dolls or figurines of familiar characters. The invention is not limited to a particular embodiment, but extends to various modifications, combinations, and permutations that nevertheless fall within the scope and spirit of the appended claims.